

**DIRECTING USERS' ATTENTION TO SPECIFIC ICONS BEING  
APPROACHED BY AN ON-SCREEN POINTER ON  
USER INTERACTIVE DISPLAY INTERFACES**

Abstract

5           In an interactive display interface, an  
implementation for highlighting all icons in any set of a  
plurality of said icons, wherein each icon in the set is  
within a predetermined distance of an approaching pointer  
or cursor. In other words, the point of the pointer or  
10   cursor may be considered to be surrounded by a circular  
halo with a radius of said predetermined distance. The  
user moves the cursor in a standard manner. However, if  
the icons that the moving cursor is approaching are so  
densely spaced that more than one, i.e. a plurality of  
15   icons come within the halo, then all of the icons within  
this set of the plurality of icons is highlighted to give  
the user a more distinct choice. The highlighting of  
each of said highlighted icons is ended when the pointer  
moves outside of said predetermined distance or halo  
20   radius. There is also an implementation for sequentially  
highlighting each icon in the set instead of  
simultaneously highlighting the set of icons. This is  
particularly effective where the icons are overlapped or  
stacked.

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